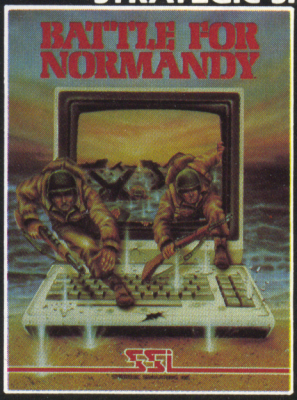
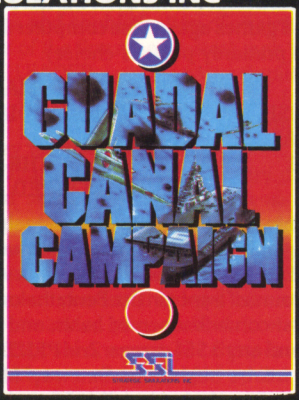
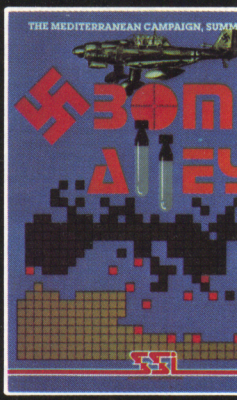
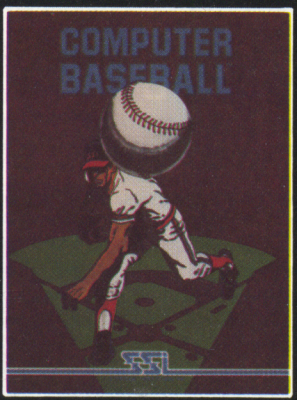
# SSI

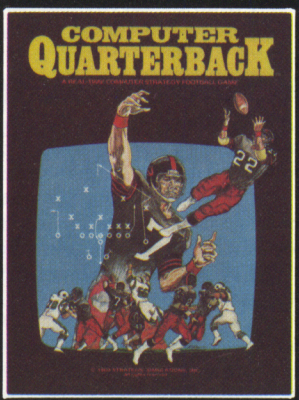
STRATEGIC SIMULATIONS INC

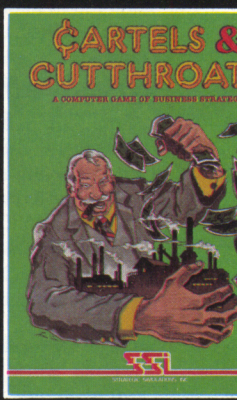


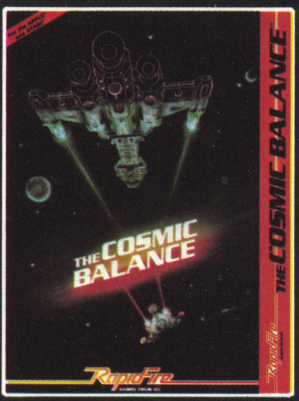







# SUMMER 1983 CATALOG

# SSI's $1,000 PENTATHALON

Here's your chance to show your skill at SSI games and possibly win $1,000! The SSI Pentathalon will have contestants play 5 different timed games against the computer from among the following titles (primarily player's choice):

| | |
|---|---|
| COMBAT LEADER | FIGHTER COMMAND |
| COMPUTER AMBUSH | GALACTIC GLADIATORS |
| THE COSMIC BALANCE | GUADALCANAL |
| CYTRON MASTERS | KNIGHTS OF THE DESERT |
| EPIDEMIC! | THE SHATTERED ALLIANCE |

**STRATEGIC SIMULATIONS INC**
883 Stierlin Road,
Building A-200
Mountain View,
CA 94043-1983
(415) 964-1353

There is a $50 entry fee for the event, which also gets you your choice of two games from the ten listed above at the end of the tournament. Due to equipment constraints we must limit the number of participants to 50. In order to ensure yourself a spot in the Pentathalon, send $50 to SSI. We will reserve places in the Pentathalon on a first-come-first-served basis, and we will keep a waiting list in case of no-shows. **1st PRIZE: $1,000 and any 3 SSI games. 2nd PRIZE: any 2 SSI games. 3rd PRIZE: any 1 SSI game.**

The Pentathalon will be held at the Gateway/Micro-con Gaming Convention September 3-5, 1983. Gateway/Micro-con is held at the Anaheim Sheraton in Anaheim, CA. For convention registration information, write to: Mat Tharp, c/o Strategicon, POB 257, Anaheim, CA 92804. The event will begin at 10:00 AM Saturday, September 3.

## OTHER EVENTS AT GATEWAY/MICRO-CON

For COSMIC BALANCE fans, we will be holding a single-elimination Scenario 1 Cosmic Balance tournament. This event has no entry fee, but is limited to 16 participants. Check with Mat Tharp (see above address) for registration for this event.

We hope to have several SSI designers give seminars on their games, including **Gary Grigsby** (of Guadalcanal Campaign fame), **Dave Landry** (from Tactical Design Group), and **Paul Murray** (The Cosmic Balance). We will also hold a seminar describing in detail many of our fall '83 and winter '84 releases. Here's your chance to meet us and tell us what games you'd like us to work on. So plan on coming to Anaheim this Labor Day (you might even get a chance to visit Disneyland!).

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If there are no convenient stores near you, VISA and M/C holders can order directly by calling **800-227-1617, x335 (toll free)**. In California, call 800-772-3545, x335.

To order by mail, send your check to: SSI, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. (California residents, please add 6½% sales tax.)

Please add $2.00 to your order for shipping & handling.

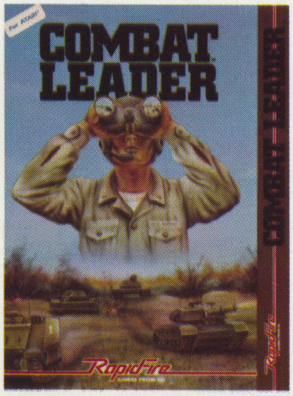
French translations of some of SSI's games are available from:
**COMPUTERRE**
P.O. Box 782
St. Laurent, Quebec
H4L 4W2 CANADA

# HOTLINE Number

If you have any technical questions or problems regarding any of our games, you can call our **HOTLINE NUMBER: (415) 964-1200** every weekday but Wednesday, 1 to 5pm (PST).

General questions (about prices, availability, details of games, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

# New RAPIDFIRE Games




$39.95 ATARI®
Available now

Here's a real-time wargame so fast you'll ask: "Is it live or is it SSI?" It combines the best of two worlds — the speed of arcade games and sophistication of strategy simulations — to give you one of the finest and fastest tank-battles games ever!

COMBAT LEADER — as its name implies — was designed to put you in command of a battle force of tanks and mechanized infantry against a similarly-equipped enemy (controlled by the computer).

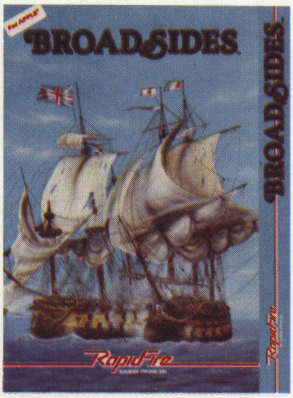
The scrolling battlefield shows every detail a real combat leader would see: hills, forests, depressions and rough terrain. Your troops are always on-screen while realistic visibility rules have enemy units flashing on or off (depending on whether at least one of your men has spotted them or not).

You can even choose the level of command you want: company commander, platoon leader or squad leader.

At your disposal are over 70 tanks, each historically rated for armor thickness and strength, speed and fire accuracy. You can choose from the classic Nazi Tiger tank to the ultra-modern, computer-age Abrams M-1.

When you use the joystick and simple one-key keyboard commands, your men will execute your orders in real time. They look, move, stop, retreat, advance, patrol and fire the instant you tell them to do so. No waiting, no delaying.

In fact, there are eight levels of speed with the eighth so fast you'll be glad there are seven slower ones!




$39.95 APPLE®
Available August 15, 1983

BROADSIDES™ is a game of non-stop naval action, as fast and demanding as the historical battles it re-creates: *Constitution* vs. *Guerriere*, *Bonhomme Richard* vs. *Serapis*, and many more.

In this two-player/solitaire simulation, the ships are rigged, manned, and armed just like the real ships were, and will handle in the wind just as real ships sailed.

For speed of play, the ARCADE game lets you sail right into action. You set your course, maneuver and fire broadsides as fast as your crew can reload.

For authenticity and historical detail, the TACTICAL game puts you on the quarter-deck. There, you make the decisions real captains had to make: How much sail? What course for best speed? Aim your guns for the rigging or waterline? What range? Load with solid shot or grape shot?

When the ships move within grappling range, your boarding parties and sharpshooters will decide the battle. During this semi-animated phase, you can order your saber-wielding men to thrust, counter-thrust or hack away.

If you wish to depart from the historical ships provided and design your own naval legends, BROADSIDES lets you build frigates and ships-of-the-line from the keel up, rigging them, manning them, and arming them with everything from 12-pounders to hull-smashing carronades.

**Please see pages 12 and 13 for complete information on the computer format of each game.**

# New Wargames

**$39.95** **APPLE®**
**Available now**

As President of the United States in the 1990's, you face a world that is economically troubled and caught up in the tense power struggle between the U.S. and Soviet Union (played by the computer). The prize: world dominance.

The diplomatic phase, called "GEOPOL," is the "peaceful" struggle for global control. You combine raw materials with industrial capacity and capital to produce finished goods. These in turn are offered to the "minor" countries in exchange for various military alliances, political agreements and economic concessions. Your savvy in international negotiations will be tested to the limit. Bargain well and the world is yours — without a shot being fired!

"World War III." Ominous words that become reality should diplomacy and negotiations fail. This military phase, known as "GEOWAR," simulates conventional (non-nuclear) warfare and boasts realistic features such as air strikes, amphibious landings, air superiority and terrain considerations. Even wartime economics are taken into account.

As you lead the U.S. to world preeminence, you must achieve national and military goals such as raising your Gross National Product, building up your army and increasing prestige. At the same time, you also need to consider additional factors — world tension levels, coups, random events, and even the individual tendencies of the Soviet Politburo members that the computer uses as a model to establish its strategy.

## EAGLES™

**$39.95** **APPLE®, ATARI® & COMMODORE 64**
**Available August 30, 1983**

EAGLES is as simple as the wood-and-fabric airplanes of the First World War, and as challenging and varied as the battles they fought over France in 1917 and 1918.

You don't have to memorize a book of rules to play EAGLES. You'll learn the same way the real pilots did — by flying. The more you do it, the better you'll get.

EAGLES can be played solitaire against enemy planes flown by the computer, or against other players. You can set up duels between single aircraft or stage grand dogfights involving as many as twenty planes. Choose historic scenarios, or let the computer set up the battles.

At your command are the real aircraft of World War I, each historically rated for speed, rate of climb and maneuverability.

As the German pilot, you'll have a choice of six different planes, including the feared Fokker DR-1 — the favorite of Manfred von Richthoffen — the Red Baron!

As the Allied ace, you can choose from among such legends as the Sopwith Camel and the Spad 17. Of course, if you want, you can invent your own models.

Once the battle has begun, you'll have the options real pilots had: climbing, diving, running for home, or ducking into clouds. When firing, you must decide on a short, medium, or long burst from your machine gun. But don't forget, your guns can jam at any moment!

# New Sports Game

## RINGSIDE SEAT™

**$39.95 APPLE® & COMMODORE®**
**Available August 15, 1983**

Now you can answer the most intriguing questions in boxing: Who really was the greatest of all time? Could Joe Louis outwit Muhammed Ali? Could Jack Dempsey outslug Larry Holmes?

RINGSIDE SEAT lets you set up your own championship bouts, choosing among fifty of the best past and present fighters. Each champion fights exactly as he fought in his most famous fights. RINGSIDE SEAT recreates his authentic style, his best punches, and the strength, speed and stamina he had in his prime.

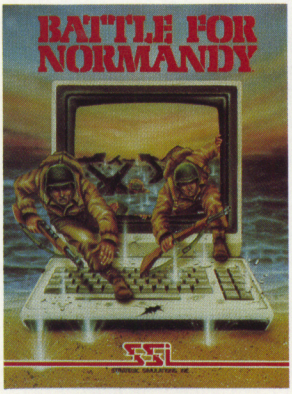
Using text and a semi-animated screen display, you'll see the fight in the ring as it happens, blow-by-blow, round-by-round. As manager of one of the fighters, you can tell him to cover up, keep away from the opponent, stick and move, fight flat-footed, or go for the knockout.

If this is too much work for you, simply set up the match, and the computer will do the rest. The fighters will slug it out, just as they really fought.

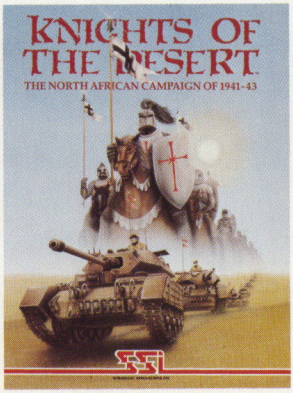
You can even create your ultimate boxer by endowing him with your choice of speed, style, aggressiveness, strength and stamina.

With all this action, realism, detail and options, RINGSIDE SEAT is indisputably the uncontested heavyweight champion of boxing games!

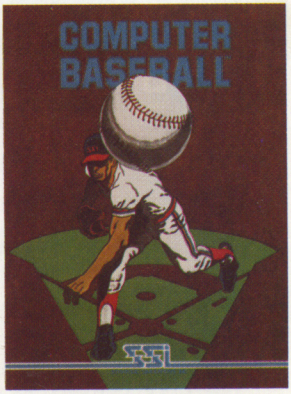
# New Conversions




**$39.95 IBM® PC**
**80-column monitor required**
**Available August 15, 1983**




**$39.95 COMMODORE® 64**
**Available September 15, 1983**




**$39.95 COMMODORE® 64**
**Available August 15, 1983**
**IBM® PC: 80-column monitor required. Available September 15.**

APPLE, ATARI, TRS-80, IBM, and COMMODORE are the registered trademarks of Apple Computer Inc, Atari Inc, the Tandy Corporation, International Business Machines Corp, and Commodore Electronics, Ltd., respectively.

# Second Editions & Updates

**Disk labels with "Version 1.1" identify the updated disks of the first six games listed below. Update disks below are $10 each, except for Computer QB ($15.00) & Computer Ambush ($20).**

**COMPUTER BISMARCK.™** Our proprietary RDOS allows for slightly faster play.

**GUADALCANAL CAMPAIGN.™** We've made many subtle improvements to the game (for example, a better-playing computer during solitaire).

**CARTELS & CUTTHROATS.™** RDOS allows for slightly faster play.

**COMPUTER AIR COMBAT.™** Plays faster & lets you use the new warplane data disk.

**OPERATION APOCALYPSE.™** RDOS speeds up play by 20 to 30 minutes.

**THE WARP FACTOR.™** New! RDOS allows for slightly faster play.

**COMPUTER BASEBALL.™** Among other improvements to the game, this update prints out the box score **and the line score** at the end of the game. If your current disk does not have this feature, send **$10.00** to SSI, and we'll ship you this update.

**NAPOLEON'S CAMPAIGNS: 1813 & 1815.™** Now you can resolve all battles with or without using the computer. Simply use any methods you like (such as Napoleonic miniatures) and enter the off-line combat results into the computer. It will incorporate them into the strategic game. If your current disk does not have this feature, send **$10.00** to SSI, and we'll mail you the new disk.

**COMPUTER QUARTERBACK™: The Second Edition.** We've made a great strategy football game even better. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams! Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Improved graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement. **$15.00** to SSI gets you the new disk and rulebook.

**COMPUTER AMBUSH™: Improved Edition.** Thanks to its all-new assembly language program, the new edition of COMPUTER AMBUSH plays **40 times faster** than before!

Now, you can create your own soldiers, rearranging their combat characteristics to your own specifications. You can also distribute weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

For those of you who loved the old COMPUTER AMBUSH but hated its limitations, your hopes and dreams have been answered! For those of you new to the game, all we can say is: Check your blood pressure and pulse and jump in! If you already have the old COMPUTER AMBUSH, send **$20.00** to SSI and we'll mail you the new disk. The complete game goes for **$59.95**.

**NOTE: Backup disks for all our games are now available directly from SSI for $10.00.**

# T-Shirts & Posters

SSI is proud to offer its first poster. Measuring 18 by 36 inches, it shows the full-color painting of KNIGHTS OF THE DESERT as well as thirty-two of our box covers. Printed on the finest heavy-weight stock with the best lithographic process, it is truly a superb piece of art. Price: **$2.50 each**.

We're also offering T-shirts depicting one of our best games — FIGHTER COMMAND. Printed in three colors on all-cotton heavy shirts, they come in Small, Medium, Large and X-large (adult men sizes). Price: **$7.50 each** (please specify size).

**NOTE:** Please add $2.00 to your order for shipping and handling.

# Data Disks

**All data disks are available directly from SSI for $15.00 each.**

**Computer Quarterback 1980 NFL TEAMS DATA DISK.** This contains player statistics for all 1980 and several historical NFL teams. (This disk can only be used with the second edition of Computer Quarterback™.)

**Computer Quarterback 1981 NFL TEAMS DATA DISK.** This contains player statistics for all 1981 NFL teams. (It can only be used with the 2nd edition of Computer QB.)

**Computer Baseball 1980 TEAMS DATA DISK.** Update your major-league matchups with stats for all the 1980 AL and NL teams.

**Computer Baseball 1981 TEAMS DATA DISK & STATISTICS COMPILER.** Update your major-league matchups with stats for all the 1981 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

**Computer Baseball 1982 TEAMS DATA DISK & STATISTICS COMPILER.** New! Same as 1981 data disk, but with 1982 teams.

**Computer Air Combat PLANES DATA DISK.** Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only.

# In the Works at SSI

☐ A monstrous Eastern Front game and a Pacific carrier game. ☐ NORWAY 1985, the third game in our "When Superpowers Collide" series. ☐ A pinball game. ☐ A golf simulation. ☐ A role-playing fantasy game. ☐ A unique strategy game called "Fortress."

Atari conversions are planned for: Computer Ambush; Fighter Command; Epidemic!; Germany 1985; Broadsides; and Galactic Adventures.

Commodore 64 conversions are planned for: Battle for Normandy; Tigers in the Snow; Geopolitique 1990; Combat Leader; and The Cosmic Balance.

## MORE DATA DISKS

**305 Computer Baseball TEAMS.** This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 5678 Biscayne Dr., Lake Worth, FL 33463.** Checks or money orders only, please. Florida residents add applicable sales tax.

**The Cosmic Balance SHIPYARD DATA DISK.** Contains over 20 ships that competed in *Computer Gaming World's* COSMIC BALANCE Ship Design Contest (including the winner's and judge's ships).

Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566. $15.00.**

**CB Enterprises and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.**

## Get More Out of Your Computer Games!

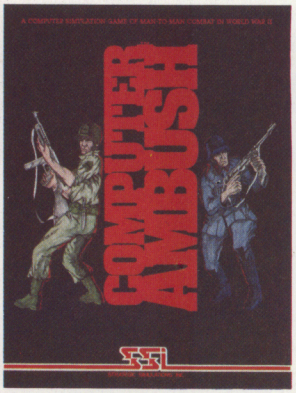
The staff at SSI highly recommends COMPUTER GAMING WORLD, a bi-monthly magazine dealing with the personal computer game hobby. In addition to reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are available for $12.50 per year; $2.75 for a sample issue.

Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

# THE COMPLETE LINE
# FROM STRATEGIC

So that you may derive the most fun from our wargames, we've separated them into ADVANCED, INTERMEDIATE, and INTRODUCTORY categories. If you are a newcomer to strategy gaming, we suggest that you begin with one of our Introductory wargames, going on to the Intermediate and Advanced games as you become

WARGAMES

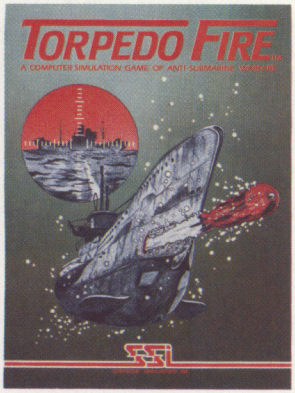



New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
By Ed Williger & Larry Strawser.
**ADVANCED; For APPLE.**

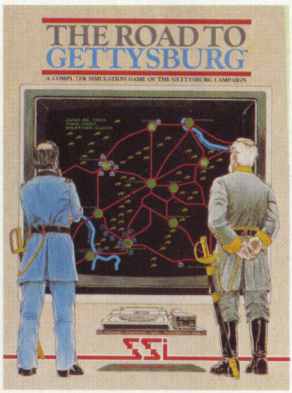
Re-enact World War II aerial warfare with 36 different planes from U.S., Germany, Britain & Japan.
By Charles Merrow & Jack Avery.
**ADVANCED, For APPLE.**

A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Merrow & Jack Avery.
**ADVANCED, For APPLE.**

WARGAMES




Beautiful graphics enhance this exciting simulation of World War II anti-submarine warfare.
By John Lyon.
**ADVANCED, For APPLE.**




You take the place of Generals Lee and Meade to direct this decisive Civil War campaign.
By Paul Murray.
**ADVANCED, For APPLE.**

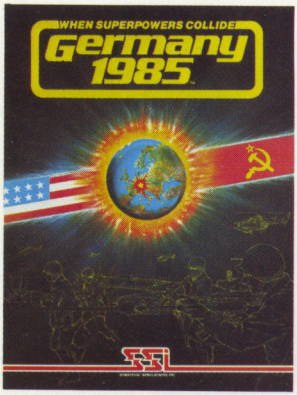
You become Napoleon as you re-enact his notorious campaigns at Leipzig and Waterloo.
By Paul Murray.
**ADVANCED; For APPLE.**

# OF COMPUTER GAMES
# SIMULATIONS INC.

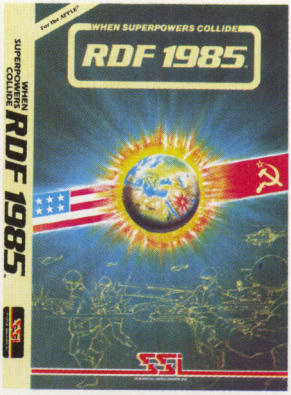
more familiar with the concepts of strategy simulation.

Please see pages 12 and 13 for complete information on prices, game ratings (derived from our customer response cards) and the computer format available for each game.

WARGAMES




NATO forces must repel the Soviet invasion of West Germany ...when superpowers collide!
By Roger Keating.
**ADVANCED, For APPLE.**

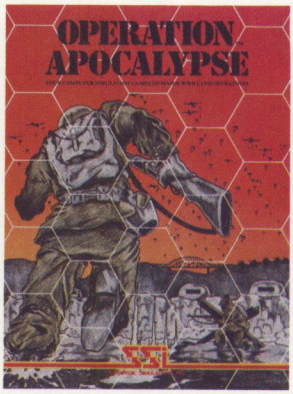



The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia.
By Roger Keating.
**ADVANCED, For APPLE.**

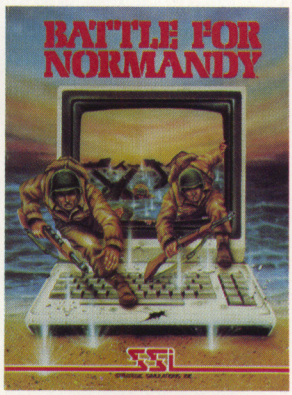
The Israeli counterattack to cross the Suez Canal during the October War of '73 against Egypt.
By Roger Keating.
**ADVANCED, For APPLE.**

WARGAMES

British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
By John Lyon.
**INTERMEDIATE; For APPLE.**

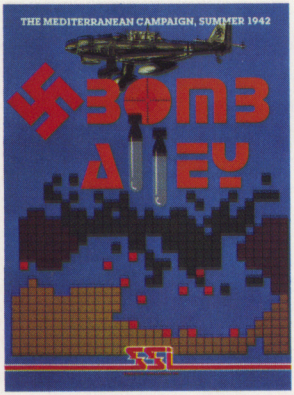



A tactical game with four scenarios simulating battles on the Western Front in 1944-5.
By Roger Keating.
**INTERMEDIATE; For APPLE.**

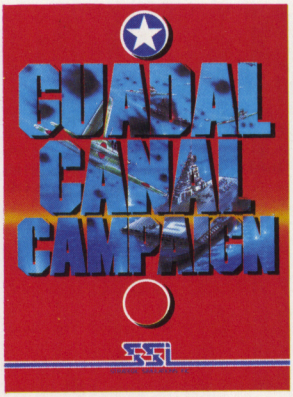



D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group.
**INTERMEDIATE; For APPLE, ATARI, TRS-80 & IBM PC.**

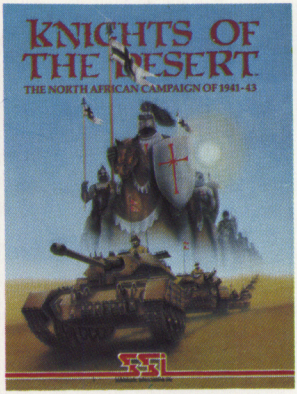
WARGAMES




The definitive simulation of the Summer 1942 Mediterranean Campaign; includes the Battle of Crete.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**

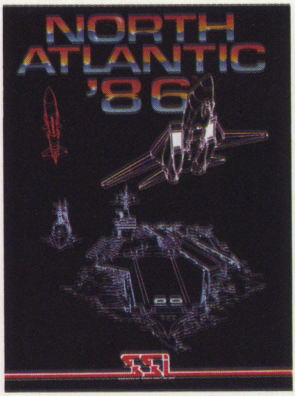



A monster-scale computer wargame of this great Pacific land-sea-air campaign of World War II.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**

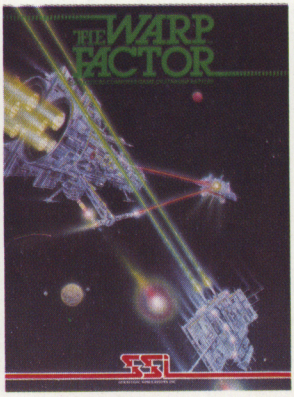



Joust with armored tanks during the North African Campaign of 1941-42.
By Tactical Design Group.
**INTERMEDIATE; For APPLE, ATARI, TRS-80 & COMMODORE 64.**

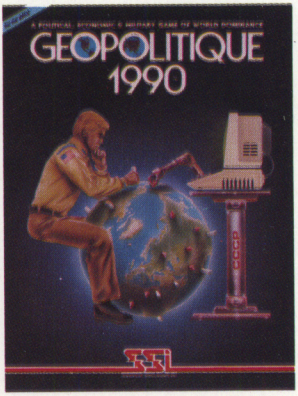
WARGAMES




SSI's projection of giant-scale air-naval-land battles in future Soviet-NATO confrontations.
By Gary Grigsby.
**INTERMEDIATE; For APPLE.**



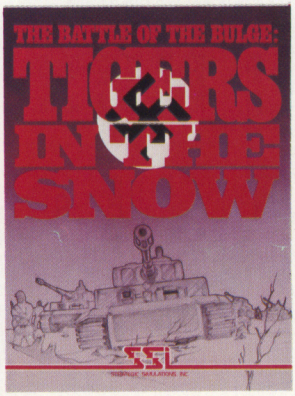

Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.
By Paul Murray. **INTERMEDIATE; For APPLE & IBM PC.**



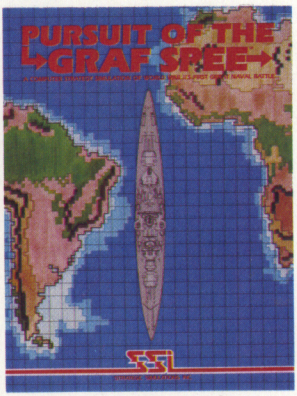

You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance.
By Bruce Ketchledge.
**INTERMEDIATE; For the APPLE.**

WARGAMES

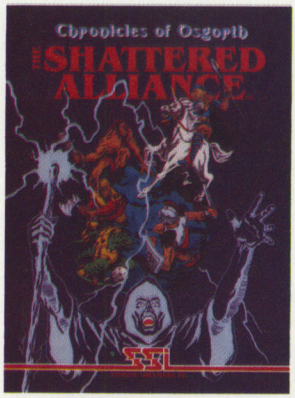
A realistic and enjoyable look at the great Civil War battle for Tennessee.
By Tactical Design Group.
**INTRODUCTORY; For APPLE, ATARI, & TRS-80.**




An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group.
**INTRODUCTORY; For APPLE, ATARI, TRS-80 & IBM PC.**




The South Atlantic is your hunting ground in World War II's first great naval battle.
By Joel Billings.
**INTRODUCTORY; For APPLE.**




Magical creatures battle on the fantasy world of Osgorth. Historical Ancient armies also included.
By John Lyon. **INTRODUCTORY; For APPLE & ATARI**

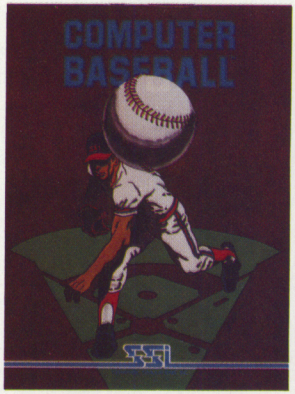
## EAGLES™

Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I.
By Robert Raymond. **INTRODUCTORY; APPLE, ATARI & COMMODORE 64.**

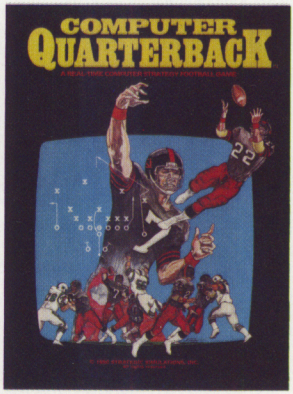


## RINGSIDE SEAT™

Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all time. By Carl Saracini.
**For APPLE & COMMODORE 64.**

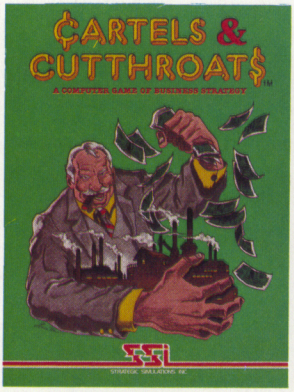



Voted "1982 BEST COMPUTER SPORTS GAME" by Electronic Games magazine. Enough said? By Charles Merrow & Jack Avery. **For APPLE, COMMODORE 64 & IBM PC.**




Our popular real-time simulation of semi-pro and NFL football. Game paddles required.
By Dan Bunten.
**INTRODUCTORY; For APPLE.**





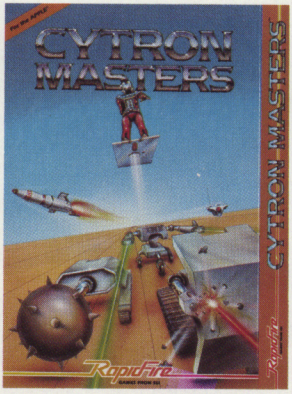

Run your own megabucks corporation in the economic jungle of Big Business. For up to 6 players.
By Dan Bunten.
**INTRODUCTORY; For APPLE.**

Campaign for the Presidency in the grueling 9-week race using historical or imaginary candidates.
By Nelson Hernandez, Sr.
**INTRODUCTORY; For APPLE.**

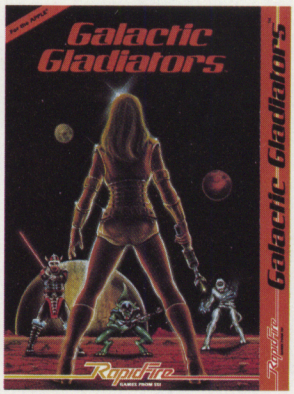
RAPIDFIRE. The name says its all: Speed. Power. Excitement.

The new RAPIDFIRE line from SSI contains all the ingredients needed to make the perfect games for your personal computer. First, we start off with a base stock of only the most popular themes such as science-fiction and fantasy. We then heap into it a generous portion of fast-paced action and pure, unadulterated fun. Finally, we add our special touch of sophistication and challenge to give it that distinctive SSI flavor.

At SSI, we're really cookin'!

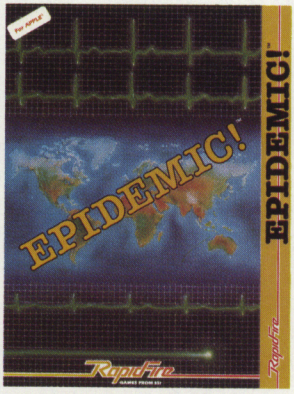



An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required. By Dan Bunten.
**For APPLE & ATARI.**

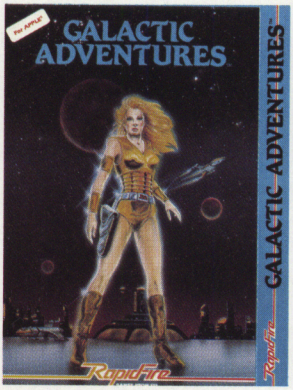



You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species.
By Tom Reamy.
**For APPLE & IBM PC.**

S.E.U.I.S. stands for "Shoot'Em Up In Space"; it features true arcade action. Need we say more? Game paddles required. By John Lyon.
**For APPLE.**

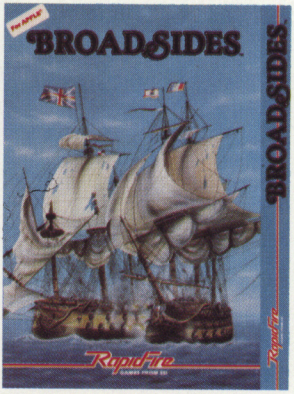



In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly, alien microbes. You are her only hope.By Steve Faber.
**For APPLE & IBM PC.**

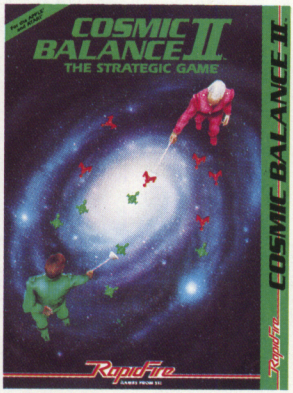



Sequel to **Galactic Gladiators**™, this science-fiction , role-playing game takes you way out of this world.
By Tom Reamy.
**For APPLE.**

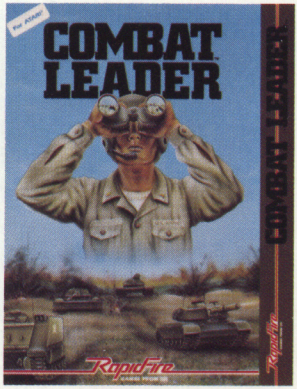
This game not only lets you command a starfleet, it lets you build and design your starships!
By Paul Murray.
**For APPLE & ATARI.**




The romantic and adventurous age of fighting sail is here again as you captain an 18th-century warship.
By Wayne Garris.
**For APPLE.**




The strategic sequel to **The Cosmic Balance**™ is the ultimate training course for Galactic emperors-to-be.
By Paul Murray.
**For APPLE & ATARI.**




Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille.
**For ATARI.**

# THE COMPLETE LIST OF GAMES FROM SSI

## For the APPLE®

**All APPLE games are on 48K mini floppy disk for the Apple II with Applesoft ROM, II+, and IIe. All will also work on the Apple III except those games marked with "†."**

| TITLE | Playability* | Realism* | Excitement* | PRICE |
|---|---|---|---|---|
| COMPUTER BISMARCK™ | 7.0 | 7.2 | 6.7 | $59.95 |
| COMPUTER AIR COMBAT™ | 6.7 | 7.0 | 6.5 | $59.95 |
| OPERATION APOCALYPSE™ | 7.4 | 6.6 | 6.9 | $59.95 |
| TORPEDO FIRE™ | 6.3 | 7.3 | 6.5 | $59.95 |
| THE SHATTERED ALLIANCE™ | 7.3 | 6.4 | 6.6 | $59.95 |
| SOUTHERN COMMAND™ | 6.6 | 7.1 | 6.7 | $59.95 |
| NAPOLEON'S CAMPAIGNS™ | 6.5 | 7.4 | 6.7 | $59.95 |
| THE ROAD TO GETTYSBURG™ | 6.0 | 7.1 | 6.2 | $59.95 |
| PURSUIT OF THE GRAF SPEE™ | 6.8 | 6.4 | 6.0 | $59.95 |
| GUADALCANAL CAMPAIGN™ | 7.7 | 7.4 | 7.6 | $59.95 |
| BOMB ALLEY™ | 7.8 | 7.6 | 7.8 | $59.95 |
| GERMANY 1985™ | 6.9 | 7.2 | 7.0 | $59.95 |
| THE BATTLE OF SHILOH™ | 7.3 | 6.3 | 6.3 | $39.95 |
| TIGERS IN THE SNOW™ | 7.0 | 6.5 | 6.3 | $39.95 |
| BATTLE FOR NORMANDY™ | 6.7 | 6.9 | 6.5 | $39.95 |
| COMPUTER AMBUSH™ (2nd Ed.) | 7.3 | 7.9 | 7.7 | $59.95 |

## For ATARI® 400/800/1200

| TITLE | FORMAT | Playability* | Realism* | Excitement* | PRICE |
|---|---|---|---|---|---|
| THE SHATTERED ALLIANCE™ | 40K Disk | 7.2 | 6.4 | 6.5 | $39.95 |
| THE BATTLE OF SHILOH™ | 40K Disk, 32K Cassette | 7.4 | 6.6 | 6.5 | $39.95 |
| TIGERS IN THE SNOW™ | 40K Disk, 40K Cassette | 6.8 | 6.5 | 6.4 | $39.95 |
| BATTLE FOR NORMANDY™ | 40K Disk, 32K Cassette | 7.0 | 7.1 | 7.0 | $39.95 |
| KNIGHTS OF THE DESERT™ | 48K Disk, 40K Cassette | 7.0 | 7.3 | 7.3 | $39.95 |
| **EAGLES™** | 40K Disk | NA | NA | NA | $39.95 |
| COSMIC BALANCE™ | 48K Disk | 7.3 | 6.9 | 7.0 | $39.95 |
| COSMIC BALANCE II™ | 48K Disk | 6.7 | 7.3 | 7.0 | $39.95 |
| ‡CYTRON MASTERS™ | 48K Disk, 32K Cassette | 7.8 | 6.5 | 7.6 | $39.95 $34.95 |
| ‡**COMBAT LEADER™** | 48K Disk, 48K Cassette | NA | NA | NA | $39.95 |

**‡ These ATARI games require joysticks.**

| | | | | |
|---|---|---|---|---|
| FIGHTER COMMAND™ | 7.6 | 8.2 | 7.9 | $59.95 |
| NORTH ATLANTIC 1986™ | 8.1 | 7.9 | 8.0 | $59.95 |
| KNIGHTS OF THE DESERT™ | 6.8 | 7.0 | 7.2 | $39.95 |
| RDF 1985™ | 8.2 | 8.0 | 8.1 | $34.95 |
| **GEOPOLITIQUE 1990™** | NA | NA | NA | $39.95 |
| **EAGLES™** | NA | NA | NA | $39.95 |
| †COMPUTER QUARTERBACK™ | 7.7 | 7.0 | 7.2 | $39.95 |
| COMPUTER BASEBALL™ | 7.9 | 7.6 | 7.2 | $39.95 |
| **RINGSIDE SEAT™** | NA | NA | NA | $39.95 |
| CARTELS & CUTTHROATS™ | 7.7 | 7.4 | 6.9 | $39.95 |
| PRESIDENT ELECT™ | 7.4 | 7.4 | 6.9 | $39.95 |
| GALACTIC ADVENTURES™ | 7.5 | 6.9 | 7.5 | $59.95 |
| GALACTIC GLADIATORS™ | 7.7 | 6.5 | 7.3 | $39.95 |
| †S.E.U.I.S.™ | 7.0 | 6.2 | 6.7 | $39.95 |
| †CYTRON MASTERS™ | 7.7 | 6.7 | 7.6 | $39.95 |
| THE COSMIC BALANCE™ | 7.4 | 7.1 | 7.2 | $39.95 |
| THE WARP FACTOR™ | 6.7 | 6.7 | 6.4 | $39.95 |
| EPIDEMIC!™ | 7.4 | 6.6 | 6.8 | $34.95 |
| COSMIC BALANCE II™ | 6.8 | 7.3 | 6.8 | $39.95 |

*** Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability, Realism and Excitement. 9 is excellent and 1, poor. Here, we present the average scores for each game. NA means not available due to a game's recent release.**

**† These games require game paddles or joysticks. Not playable on the Apple III.**

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## For the TRS-80®

**Level II, Models I & III**

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|---|---|---|---|---|---|
| THE BATTLE OF SHILOH™ | 16K Cassette | 7.5 | 6.9 | 7.1 | $39.95 |
| TIGERS IN THE SNOW™ | 16K Cassette | 7.2 | 7.2 | 7.2 | $39.95 |
| BATTLE FOR NORMANDY™ | 16K Cassette | 7.4 | 7.0 | 6.7 | $39.95 |
| KNIGHTS OF THE DESERT™ | 16K Cassette | 6.5 | 7.0 | 7.5 | $39.95 |

## For the IBM® PC

| | | | | | |
|---|---|---|---|---|---|
| THE WARP FACTOR™ | 64K Disk, Color/B&W | 6.0 | 5.9 | 5.9 | $39.95 |
| TIGERS IN THE SNOW™ | 64K Disk, Color | 7.1 | 6.1 | 5.9 | $39.95 |
| **BATTLE FOR NORMANDY™** | 64K Disk, Color/B&W | NA | NA | NA | $39.95 |
| **COMPUTER BASEBALL™** | 64K Disk Color | NA | NA | NA | $39.95 |
| EPIDEMIC!™ | 64K Disk, Color | 7.3 | 6.7 | 6.4 | $34.95 |
| GALACTIC GLADIATORS™ | 64K Disk, Color | 7.1 | 6.8 | 7.6 | $39.95 |

## For the COMMODORE® 64

| | | | | | |
|---|---|---|---|---|---|
| **KNIGHTS OF THE DESERT™** | 64K Disk, 64K Cassette | NA | NA | NA | $39.95 |
| **EAGLES™** | 64K Disk | NA | NA | NA | $39.95 |
| **COMPUTER BASEBALL™** | 64K Disk | NA | NA | NA | $39.95 |
| **RINGSIDE SEAT™** | 64K Disk | NA | NA | NA | $39.95 |

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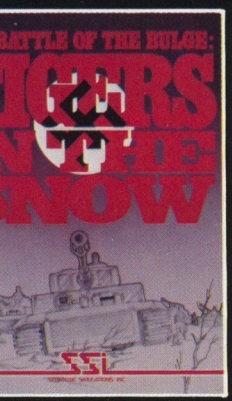

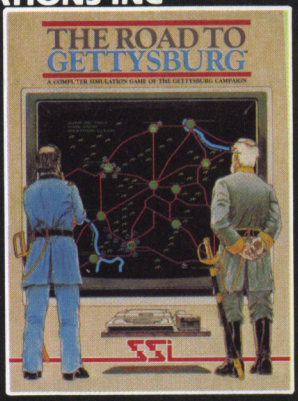

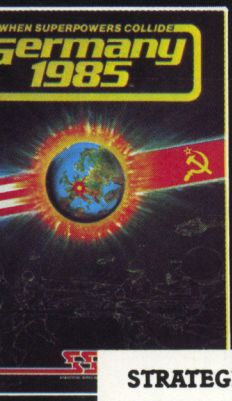

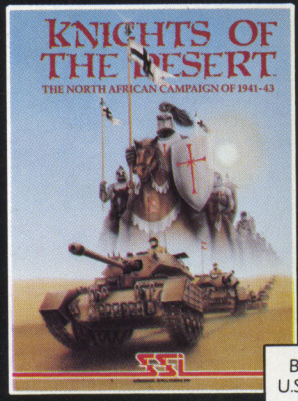

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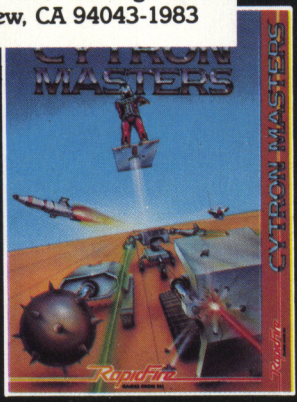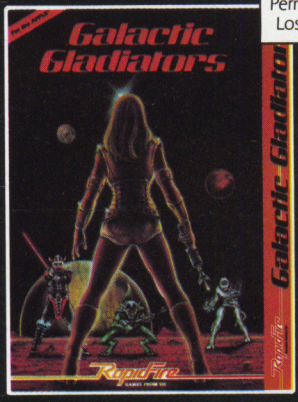
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